

TRILOGY LACROSSE®

Trilogy Great Lax Box Classic Tournament Game Play & Rules

All Games will be played under USBOXLA rules with the following modifications and points of clarification:

RULES OF FOCUS - SAFETY

1. **Interference:** There is NO man-ball on loose balls. Any effort to "take man" during loose ball situations will be called at the very least an interference call change of possession. More egregious off-ball play, or any pushes in the back off ball, will result in a two-minute penalty. Players must make an effort to pick the ball up themselves at all times! **Play the ball only.**
2. **Moving Picks:** Certain moving picks are allowed. Those where feet are moving, and you are steering and sealing your opponent are fine. A little push off is fine as well... However, a moving pick interference will be called when a player is striking and significantly jolting his opponent. A crosschecking two-minute penalty may be called for more severe moving picks.
3. **Boarding.** Any hitting near the boards with the intention of throwing an opponent off balance will result in a 2-minute boarding or 5-minute major. Some equal pressure along the boards is fine but please understand that these calls will be made extremely tightly on the side of safety. Teach your players to play the ball and only turn/steer your opponent back along the boards.
4. **Hitting in the back. Any hits in the back anywhere near the boards will result in a 5-minute major no matter the severity of the hit. Don't do it!** 2-minute crosschecking penalties will be called for any significant pushes in the back in the open field. This will be called even in loose ball situations! Stay off the backs!
5. **Crosschecking.** Placing your crosscheck and driving your opponent out of the zone is fine... Striking an opponent with a crosscheck in effort to put him off-balance or jolt him when he is not attacking the goal is a 2-minute or 5-minute (for high cross-checks) penalty.

TO RECAP: Stay off the backs, play the ball, place and steer on picks and crosschecks.

ADDITIONAL GAMEPLAY RULES OF FOCUS

6. No clamps on faceoffs. The ball must be swept/raked out.
7. Over and back is only enforced on the penalty killing team. Otherwise over and backs will not be called.
8. Any rebound off of the goalie OR THE PIPE that hits the netting will REMAIN OFFENSIVE possession and get a reset.



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9. Contact with the goalies stick when the ball is in the crease will result in a two-minute interference penalty. If the ball is free you can scoop it. Give a WARNING once before enforcing this penalty especially at start of tournament.
10. Any shot that hits a goalie's helmet or facemask will be a change of possession.
11. **Crease Diving:** is legal as long as there is no contact with the goalie. A 2-minute minor penalty will be assessed, and the goal disallowed if contact is made with the goalie during the course of a crease dive. Serious contact with the goalie will result in a 5-minute major penalty.
12. **Shot Clocks:** A 30-second shot clock will begin once possession is clearly secured by a team. The shot clock resets with a shot that hits the goalie or the goal post. Shots off the back of the goalie from behind the goal line do not reset the clock. The official shot clock will be kept by the scorekeeper and they will give a 10-second warning/countdown.

GAME FORMAT

1. **Playing Time:** will consist of two (2) 20-minute running halves with a three (3) minute halftime. Time will stop during the last minute of the game if the goal differential is 3 or less.
2. **Timeouts:** Teams will have one (1) 45-second timeout per game. The timeout can only be called by a player on the floor when in possession of the ball or during stoppage in play. The clock and penalty time will stop if there is one.
3. **Overtime:** Penalty Shots. Both teams shall select three different players. Penalty shots shall be taken by alternating shots between teams. The team that scores last in regulation will shoot first in overtime and that order is kept for the duration of the shootout. The total number of goals shall decide a winner after the three shooters from each team have completed their shots. If there is still a tie after the first three shooters from each team, a new sudden death single round will commence. Players can only shoot once and cannot repeat until the entire player roster has shot (excluding goalies).
 - a. Shooters start at the midline and may shoot anywhere in between the midline and goal, but they must continue moving forward and once the ball hits the ground, the attempt is over. Bounce shots will count if they go in after 1 bounce.
 - b. The final score shall reflect the winning team with 1 more goal than their opponent had at the end of regulation regardless of the number of goals scored in the shootout.
4. **Schedule Changes:** In the event of schedule delays, the tournament will go to an alternate schedule and may shorten game lengths. All schedule changes will be messaged through Tourney Machine.

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Trilogy Great Lax Box Classic Tournament Regulations & Policies

Sportsmanship Policy

Trilogy Lacrosse has a zero-tolerance policy for the following actions and they may result in ejection from the tournament:

1. Fighting
2. Hitting into the boards
3. Any **Player, Coach, Parent or Spectator** who leaves the sideline, or runs from the opposite end of the pad, in order to participate in an altercation on the field
4. ANY actions deemed excessively unsportsmanlike by a **Player, Coach, Parent or Spectator** including any discrimination based on gender, religion, race or sexual orientation.

Age and Roster Regulations

1. Every participant must be a USBOXLA member and also submit an online waiver prior to the tournament in order to participate. Weekend Warrior memberships are available at www.usboxla.com/join-players. Exceptions to this policy must be submitted by team's Program Director.
2. Players cannot play for more than one club program during the same tournament.
3. Players may move up to play in a higher age division team within their own club.
4. Players cannot play on a team younger than the team that they are rostered.
5. Any exemption to this policy must be submitted for consideration in writing to the tournament director prior to the tournament. Violation of these regulations may result in forfeiture of games at the discretion of the tournament director. *The tournament director makes the final decision on any roster issues*

Divisional and Pool Tie Breakers

1. Head to Head (Amongst all Tied Teams)
2. Fewest Goals Against
3. Most Goals For
4. Coin Flip

*In the event of a tie between more than two teams, head to head amongst the tied teams will serve as the first tie breaker. If there was only 1 matchup between the tied teams, the team that won that matchup will win the first tie-breaker and the other teams tie-break will be determined by fewest goals allowed and then most goals for.

